

## SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR SHADOW MAPPING

### ABSTRACT

A system, method and article of manufacture are provided for shadow mapping while rendering a primitive in a graphics pipeline. Initially, an offset operation is performed in order to generate a depth value while rendering a primitive. Further, a value of a slope associated with an edge of the primitive is identified. Thereafter, the depth value is conditionally clamped based on the value of the slope.